

Justin Yeo

Composer, Producer, Sound Designer

(725) 222-0715

justinyeomusic@gmail.com

justinyeomusic.com



EDUCATION

San Francisco Conservatory of Music

B.M. in Technology and Applied Composition

AUG 2018 - MAY 2022

EXPERIENCE

THQ Nordic

Music Producer and Composer's Assistant

DEC 2020 - SEP 2021

- Composer's assistant for AAA video game *Outcast 2*
- Produced high-quality orchestral demos reviewed by game developers
- Sequenced handwritten sketches by composer Lennie Moore
- Approved demos recorded remotely by Bulgarian orchestra

Noivil Studios

Recording Engineering Intern

JUN 2019 - AUG 2019

- Assisted in professional recording setup, mic placement, cable management, I/O configuration
- Supervised live recording sessions with diverse instrumentalists and vocalists

SONY Interactive Entertainment of America

Student composer for mockup game demo

AUG 2018 & APR 2019

- Composed music and prepared Pro Tools session assets
- Attained approval by executives at SONY for demonstrating reliable composition and production skills
- Professionally recorded at Playstation HQ in San Mateo
- Recorded, engineered, mixed stems, and copied session scores with Sibelius

AWARDS

Classical KDFC

Sound Logo Composer Competition Winner

NOV 2019

- Awarded scholarship and radio coverage on largest Classical music station in the United States with 350,000 weekly listeners
- Compositions recorded by leading instrumentalists of the San Francisco Symphony

SKILLS

Audio: Pro Tools (User Certified), Wwise, Logic Pro X, Ableton Live, Max/MSP, Sibelius, Spitfire, Waves, Native Instruments, Kontakt, Xfer, Orchestral Tools, Cinesamples, Izotope, Fabfilter

Visual: Adobe Creative Suite, Final Cut Pro

Workflow: Google editor tools, Microsoft Office